#define F\_CPU 8000000

#include <avr/delay.h>

#include "../LIB/BIT\_MATH.h"

#include "../LIB/STD\_TYPES.h"

#include "../HAL/KeyPad/KEYPAD\_int.h"

#include "../HAL/LCD/LCD\_int.h"

int main(void) {

KEYPAD\_vInit();

HLCD\_vinit();

while (1) {

u8 L\_U8KeyPad\_value = KEYPAD\_u8GetKeyPad();

if (L\_U8KeyPad\_value != KEYPAD\_NO\_PRESSED\_KEY) {

HLCD\_vSendChar(L\_U8KeyPad\_value);

}

}

}